

1.	Record Nr.	UNINA990009758750403321
	Titolo	20. century drama / introduction by Simon Trussler
	Pubbl/distr/stampa	London ; Basingstoke : MacMillan, 1983
	ISBN	0333283546
	Descrizione fisica	VII, 316 p. ; 24 cm
	Collana	Great writers student library ; 11
	Disciplina	016.82391
	Locazione	FLFBC
	Collocazione	016.82391 G.W.S.L. 11
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA990004290740403321
	Autore	Brentano, Franz
	Titolo	Die Abkehr vom Nichtrealen / Franz Brentano ; briefe und Abhandlungen aus dem Nachlass, mit einer Einleitung herausgegeben von Franziska Mayer-Hillebrand
	Pubbl/distr/stampa	Hamburg : Felix Meiner, 1977
	Descrizione fisica	260 p. ; 20 cm
	Collana	Philosophische Bibliothek ; 314
	Disciplina	193
	Locazione	FLFBC
	Collocazione	P.1 FG 1834
	Lingua di pubblicazione	Tedesco
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

3. Record Nr.	UNINA9910557370803321
Autore	Marques Margarida Morais
Titolo	Current Trends in Game-Based Learning
Pubbl/distr/stampa	Basel, Switzerland, : MDPI - Multidisciplinary Digital Publishing Institute, 2021
Descrizione fisica	1 online resource (114 p.)
Soggetti	Humanities
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	A myriad of technological options can be used to support digital game-based learning. One popular technology in this context is the mobile device, considering its high penetration rate in our societies, even among young people. These can be combined with other technologies, such as Augmented Reality (AR) or Virtual Reality (VR), to increase students' motivation and engagement in learning processes. Due to this, there is an emergent need to know and promote good practices in the development and implementation of game-based learning approaches in educational settings. This was the motto for the proposal of the Education Sciences (ISSN: 2227-7102) Special Issue "Current Trends in Game-Based Learning". This book is a reprint of this Special Issue, collecting a set of five papers that illustrate the contribution of innovative approaches to education, specifically the ones exploring the motivational factors associated with playing games and the technology that may support them.